

Please replace the paragraph beginning at page 5, line 15, with the following
rewritten paragraph:

A2 --Fig. 17 is a symbolic diagram illustrating an exemplary three-dimensional play
mode where a player customizes game play by covering one or more reel positions with
transparent selectors by dragging the selectors from the side of the game display;--

Please replace the paragraph beginning at page 5, line 18, with the following
rewritten paragraph:

09966351-010302 A3 --Fig. 18 is a more detailed flowchart of the "update 3D data" routine of Fig. 12;--

Please replace the paragraph beginning at page 5, line 20, with the following
rewritten paragraph:

A4 --Fig. 19 is a more detailed flowchart of the "determined payout" routine of Fig.
12;--

Please replace the paragraph beginning at page 5, line 22, with the following
rewritten paragraph:

A5 --Fig. 20 is an exemplary pay table that may be used by one or more of the gaming
units for win evaluation processing;--

Please replace the paragraph beginning at page 5, line 24, with the following
rewritten paragraph:

A6 --Fig. 21 is an exemplary reel strip layout that may be used by one or more of the
gaming units for win evaluation processing;--

Please replace the paragraph beginning at page 5, line 27, with the following
rewritten paragraph:

A7 --Fig. 22 is a flowchart of an embodiment of an individual layer win valuation
routine that may be performed by one or more of the gaming units;--

Please replace the paragraph beginning at page 5, line 30, with the following
rewritten paragraph:

09966651.010302 A8 --Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play
mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z"
layer;--

Please replace the paragraph beginning at page 6, line 1, with the following
rewritten paragraph:

A9 --Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play
mode displaying a three of a kind scatter win on the base layer with four additional scatters
on the "Z" layer; and--

Please replace the paragraph beginning at page 6, line 5, with the following
rewritten paragraph:

A10 --Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play
mode including additional win evaluation methods.--

✓ Please delete the paragraph beginning at page 6, line 9.